


Section 3: Classes & Pointers

→ classes always have something called Constructor.

→ new call the constructor.

```
class Cookie {
```


 → skeleton.

```
    constructor (color) {
```

```
        this.color = color;
    }
```


```
}
```

```
let cookieOne = new Cookie ("green")
```

 → user

→ this keyword going to refer to specific cookieOne.

```
let cookieTwo = new Cookie ("blue")
```

 → blue

```
    get color () {
```

```
        return this.color;
    }
```

→ getter

```
    set color (color) {
```

```
        this.color = color;
    }
```

→ setter

```
cookieOne.get color ()
```

```
cookieOne.set color ("yellow")
```


class LinkedList {

constructor (value) { ... }

push (value) { ... }

unshift (value) { ... }

insert (index, value) { ... }

remove (index) { ... }

pop () { ... }

shift () { ... }

}



whatever the value you

want to put 2,

[there would be code
here to do]

let myLinkedList = new LinkedList (23) →

myLinkedList.push (28)

myLinkedList.unshift (3)

myLinkedList.insert (1, 11)

↓ index 2nd To add